



Senior Visual Designer creating user interfaces for video games and entertainment experiences.

Released Products

Silent Hill: Ascension
The Walking Dead: Last Mile
Minesweeper for Teams
Wordament for Teams
D365 Product Visualize
Game of Thrones
The Walking Dead: Season 2
Tales From The Borderlands
The Wolf Among Us
Halo 4
Full House Poker
New Xbox Experience

Education

Western Washington University
Bachelor of Fine Arts
New Media & Graphic Design

Skills & Perks

Figma
Photoshop
Illustrator
Animate
XD
Jira
Wireframing
Storyboarding
Art Direction
Mobile Design
Unity
HTML/CSS
Copywriting

Recent Experience

Genvid Entertainment | Sr. Visual Designer

New York, NY (Remote) | 2022 - 2024

Developed and helped create comprehensive visual systems for a game/TV Show Hybrid: grids, colors, typography, components, and breakpoints. Directed an art outsourcing team to deliver high-quality 2D artwork for mini-games. Led and created vibrant emojis and beloved sticker illustrations for social chat systems. Played a pivotal role in team expansion by hiring designers, establishing best practices, and fostering a high-performance team culture. Oversaw the entire UI process, from early sketches to developer handoff.

Microsoft Casual Games | Sr. Visual Designer (Vendor)

Redmond, WA | 2018 - 2022

Contributed to the development of 'Games for Work' on the Microsoft Teams Platform, participating in the reimagining of Minesweeper and Wordament, specifically tailored for remote workers. Cultivated the design process for mobile versions of classic casual games, offering comprehensive mobile solutions from sketches to high-fidelity comps.

Wargaming Seattle | UI/UX Artist

Redmond, WA | 2016 - 2018

Worked with designers and developers to shape the UI for a unreleased military combat game. Devised visual design solutions and strategies for menu layouts, interactions, prototypes, color palettes, typography, and iconography.

Telltale Games | UI/UX Artist

San Rafael, CA | 2013 - 2015

Collaborated on award winning episodic story games for multiple platforms and languages. Menu and HUD visual design: Typography, Iconography, and Copywriting. Asset management and authoring in a proprietary 3D toolset.

Full employment history available on LinkedIn